



# OMEN

PROJECT 3





# OMEN

Ny-O's diary



## CONTENTS

5	<b>Sinopsis</b>
7 - 16	<b>Characters</b>
17 - 22	NY-O
23 - 28	Big-go
29 - 32	<b>Enviroments</b>
33 - 36	Island
37 - 38	Assets exterior
39 - 44	Cave
45 - 46	Assets interior
47 - 49	<b>Color Storyboard</b>
47 - 49	<b>Script</b>
47 - 49	<b>NYOM Studios</b>

## SINOPSIS

A small and weak robot discovers the existence of the coordinates of a remote island and a key. Determined to embark on an adventure, letting himself be carried away by his adventurous impulses, he arrives on a rocky and mysterious island surrounded by a disturbing atmosphere.

Between the rocks of the island, a large stone door appears. He will soon discover that placing the key in the door, reveals a dark cave in ruins. The character enters moved by curiosity, and he will soon discover a haunting truth.



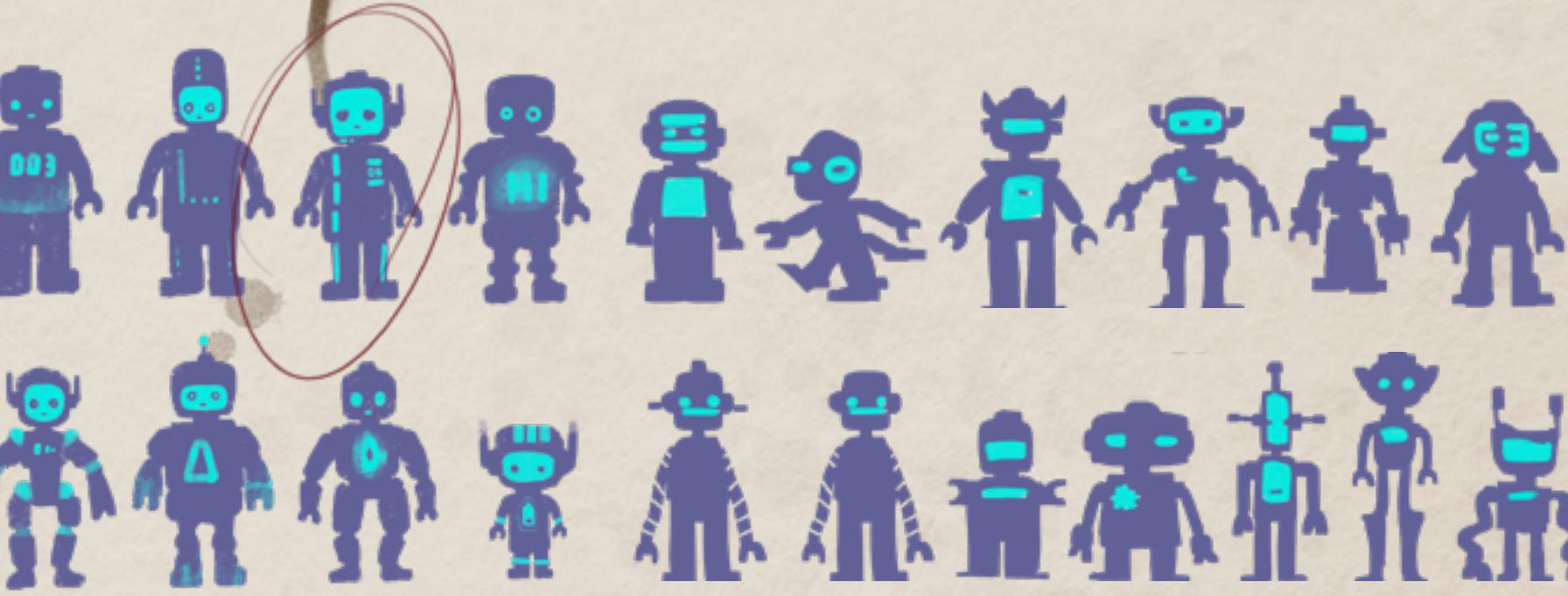
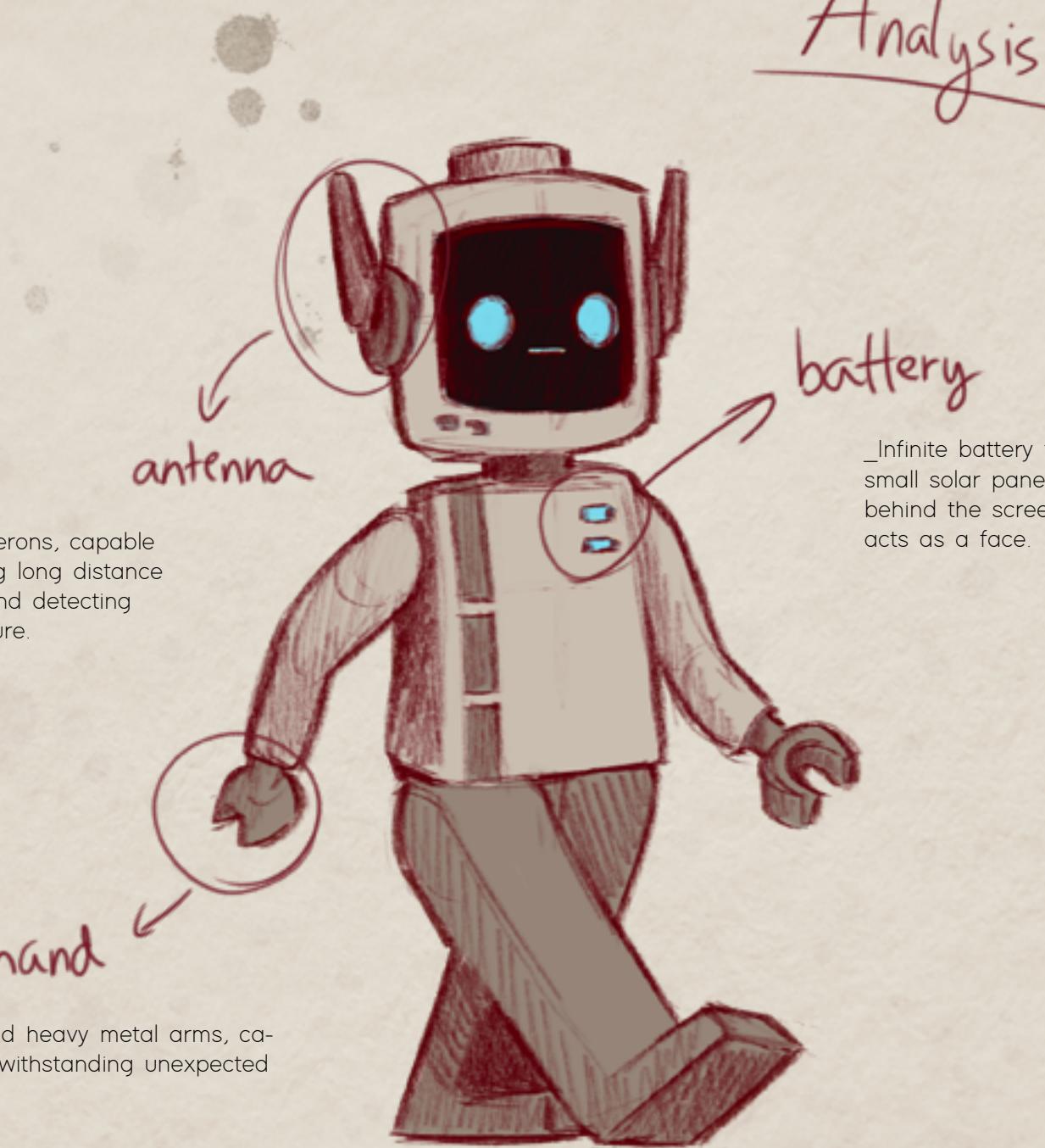
CHARACTER

NY-0



NY-0

## Analysis



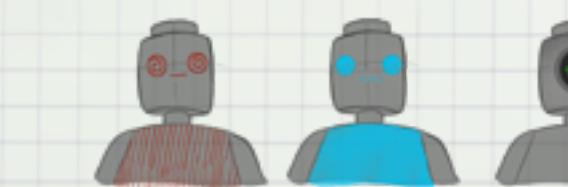
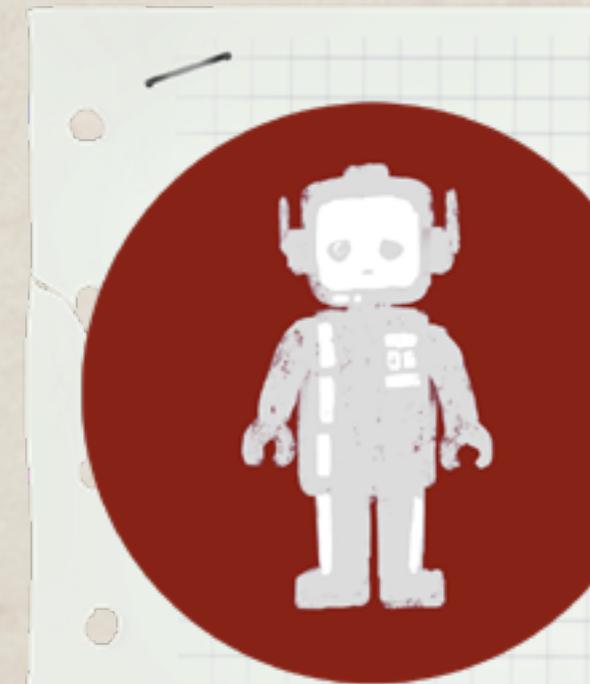
MODEL < NY-0 3456 8001 >

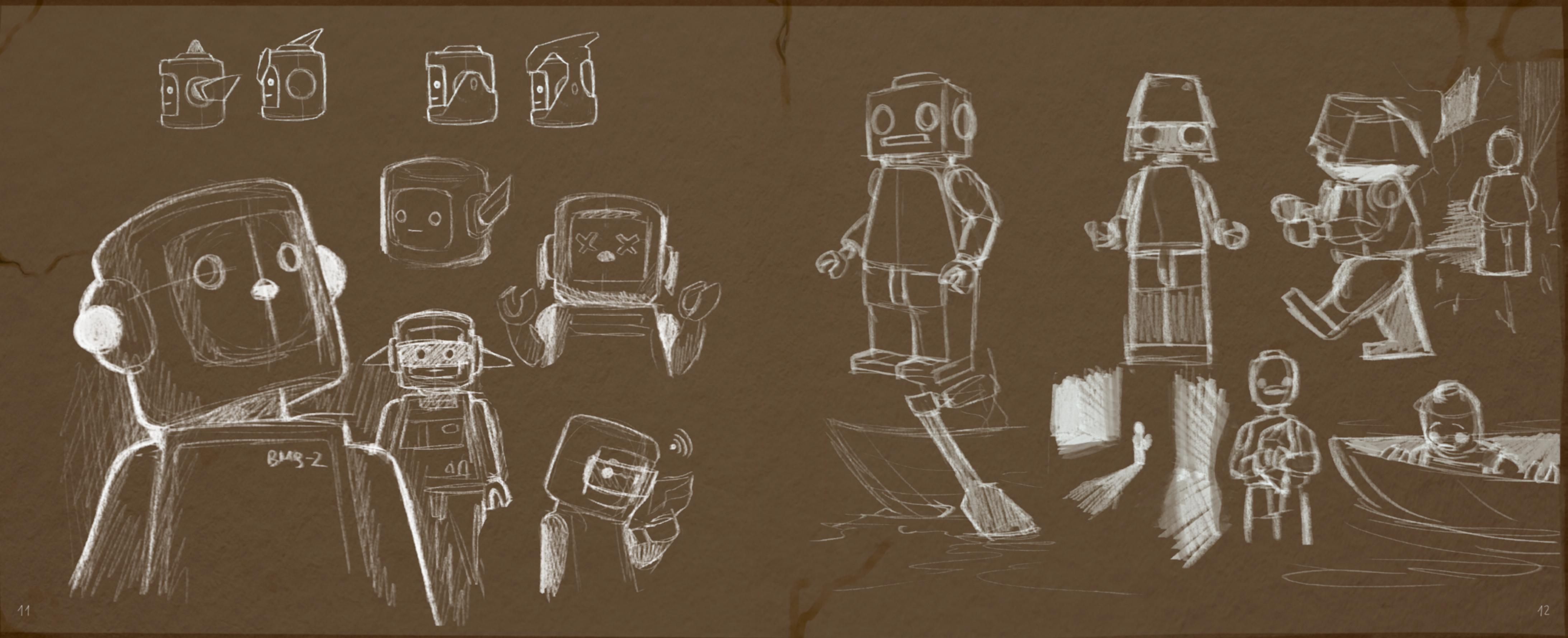
### INSIDE

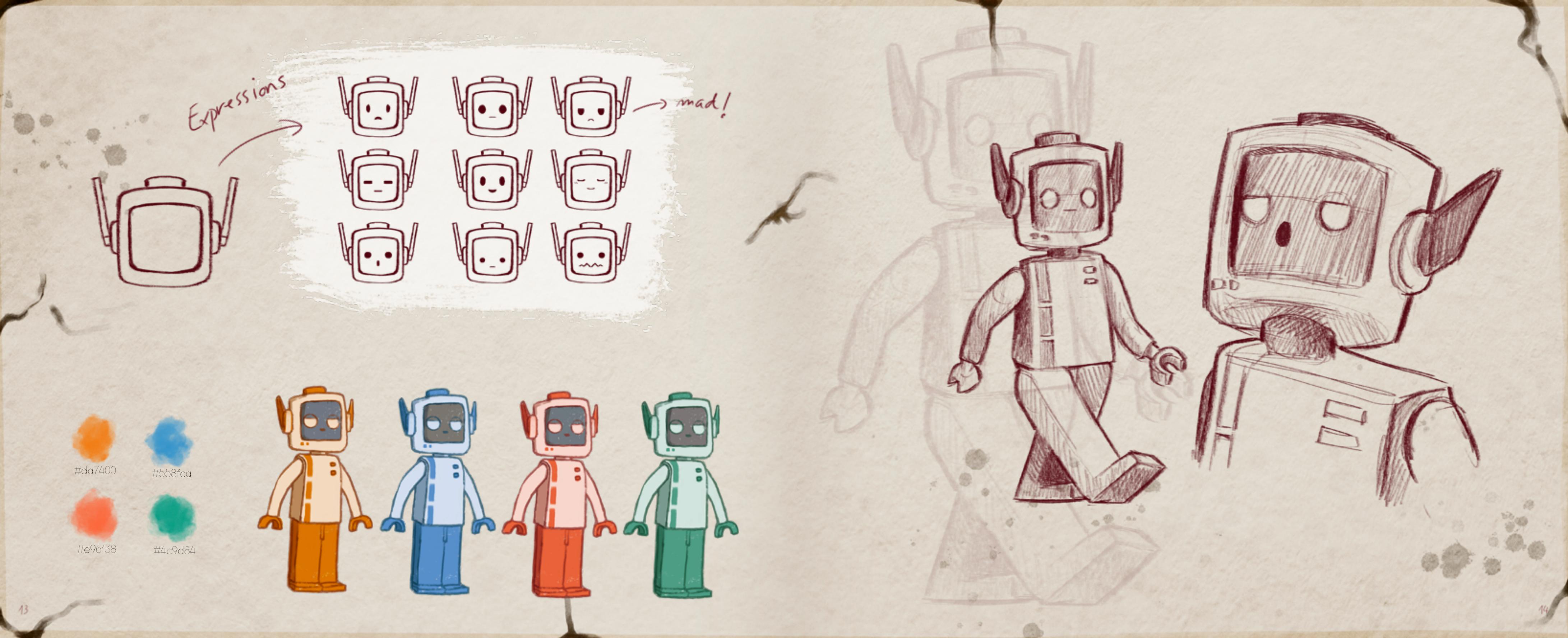
Carbon fiber cabling and galvanized metal plates

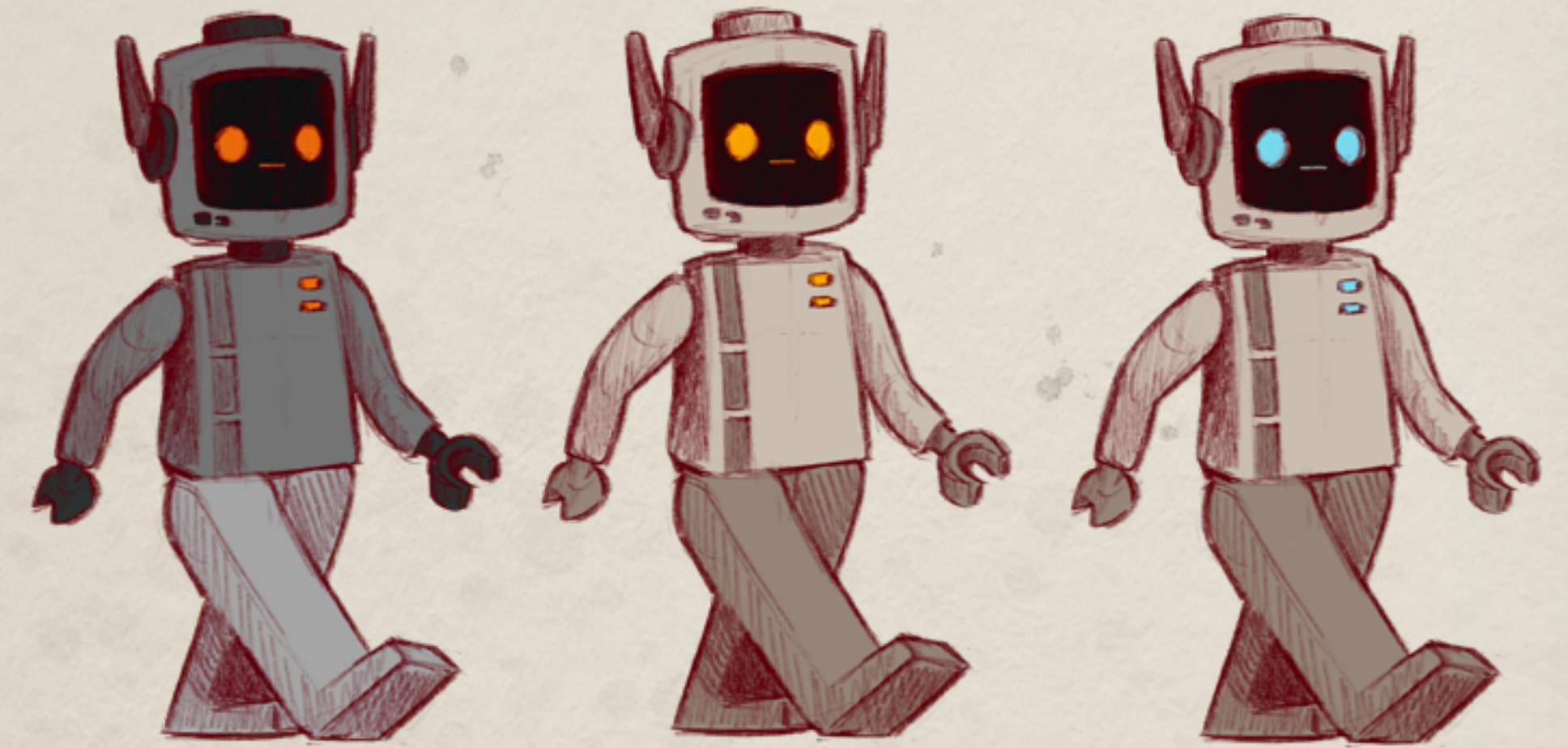
### EXTERIOR

Mix of alkaline earth metals, designed to withstand abnormal temperatures and great conductors of heat and electricity.



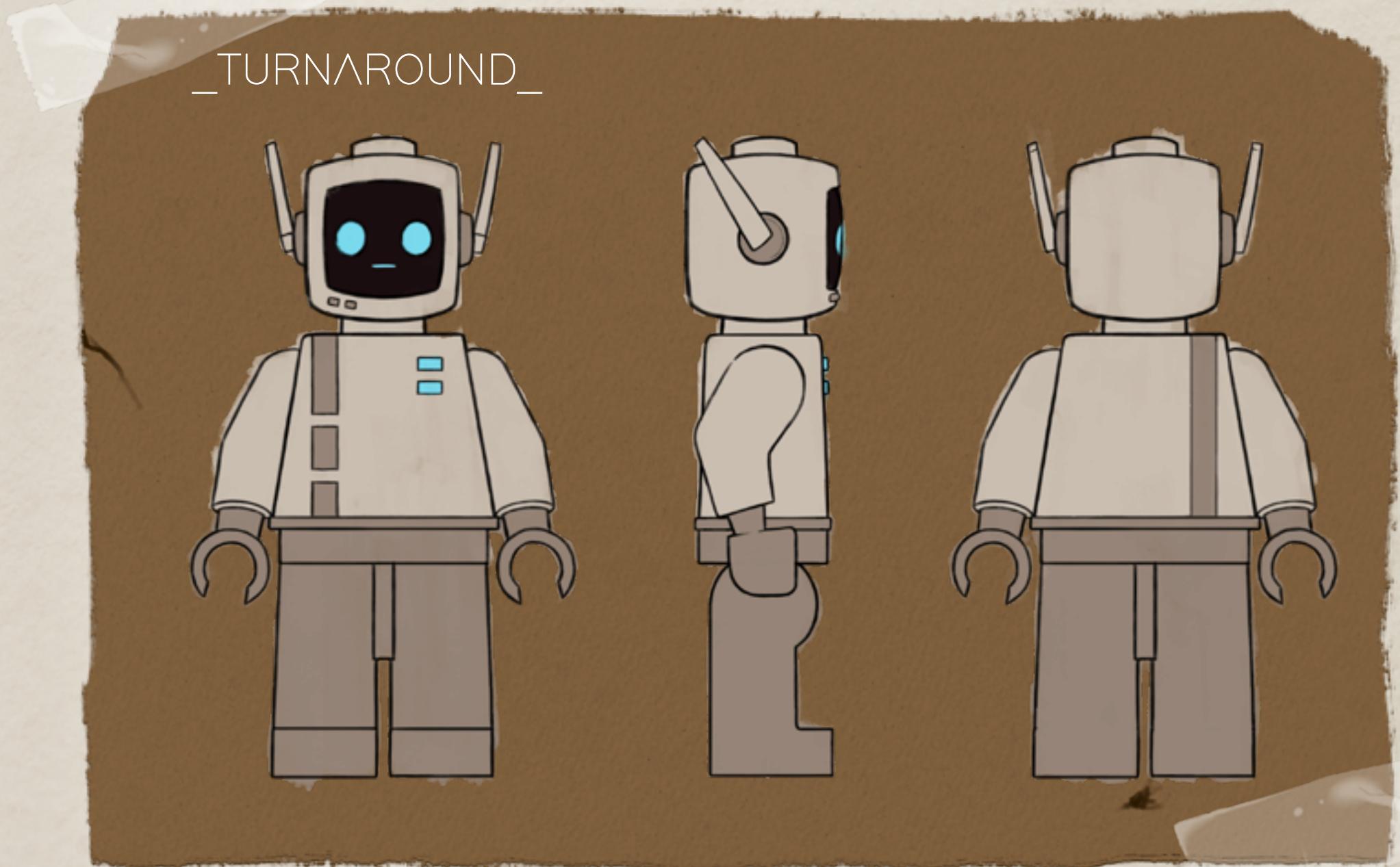






#c8beb2 #928579 #180e0f #9d8eb

TURNAROUND





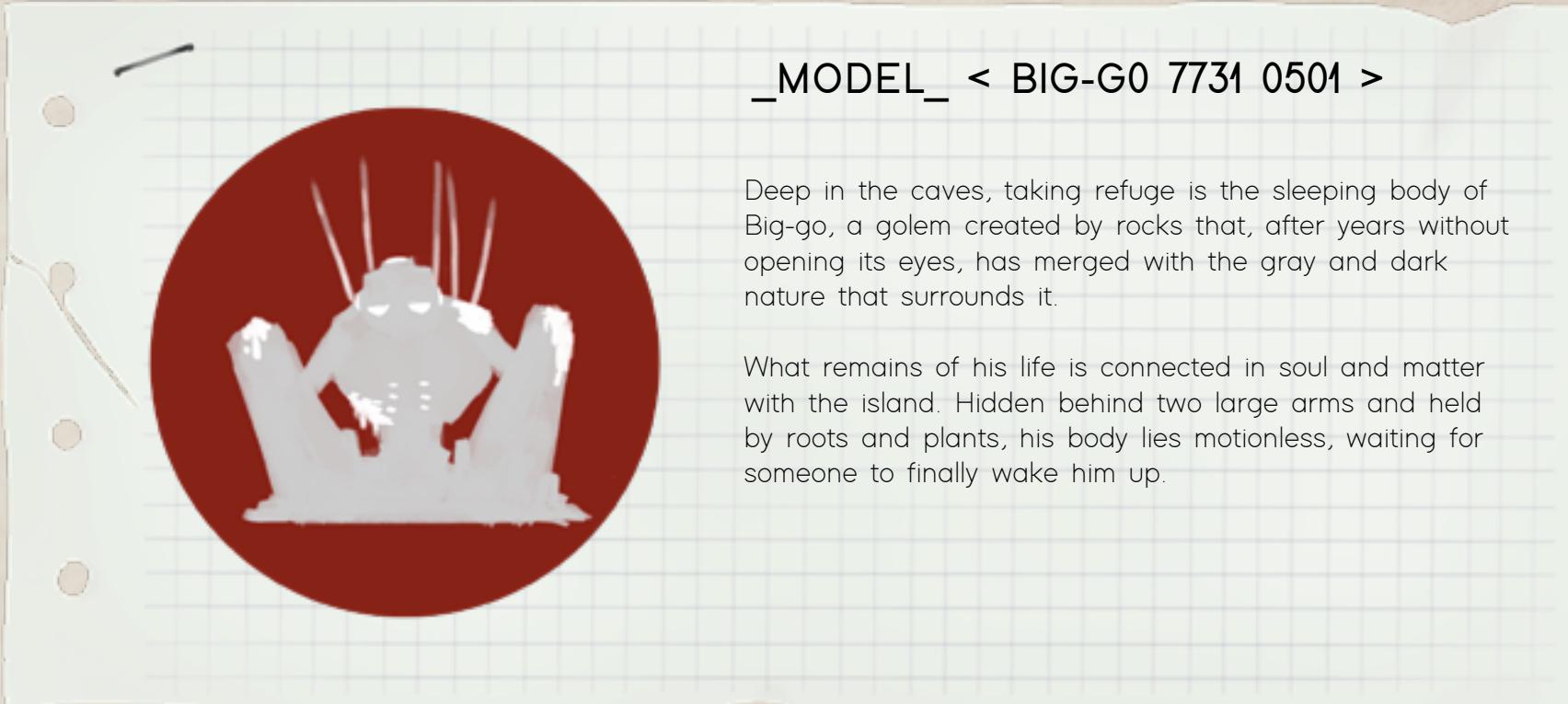
# \_CHARACTER\_

Big-go

## \_BIG-GO

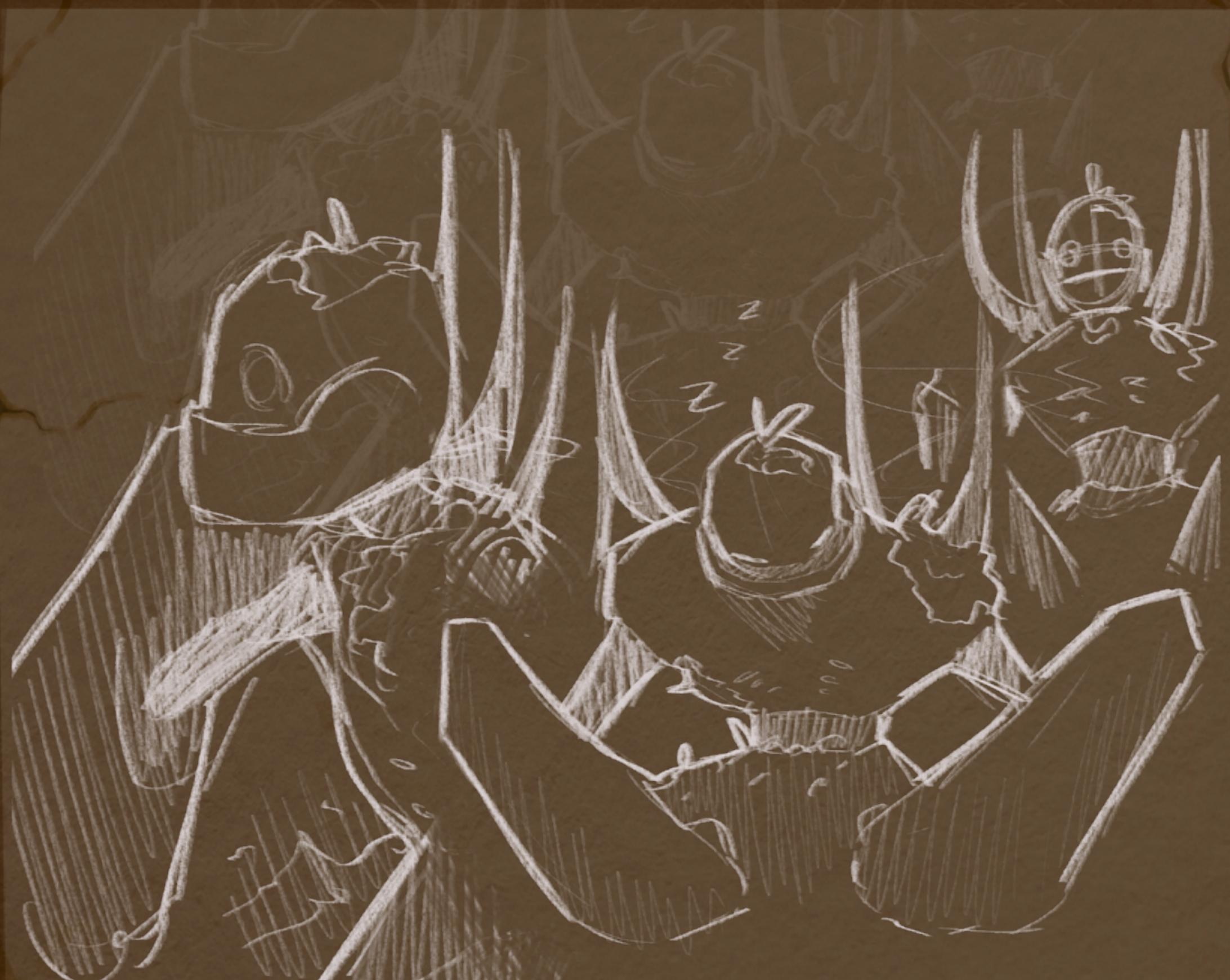


## \_MODEL\_ < BIG-GO 7731 0501 >



Deep in the caves, taking refuge is the sleeping body of Big-go, a golem created by rocks that, after years without opening its eyes, has merged with the gray and dark nature that surrounds it.

What remains of his life is connected in soul and matter with the island. Hidden behind two large arms and held by roots and plants, his body lies motionless, waiting for someone to finally wake him up.



\_TURNAROUND\_



#403a3d

#25262a

#65bfc8

#650b

#42849

#55b5

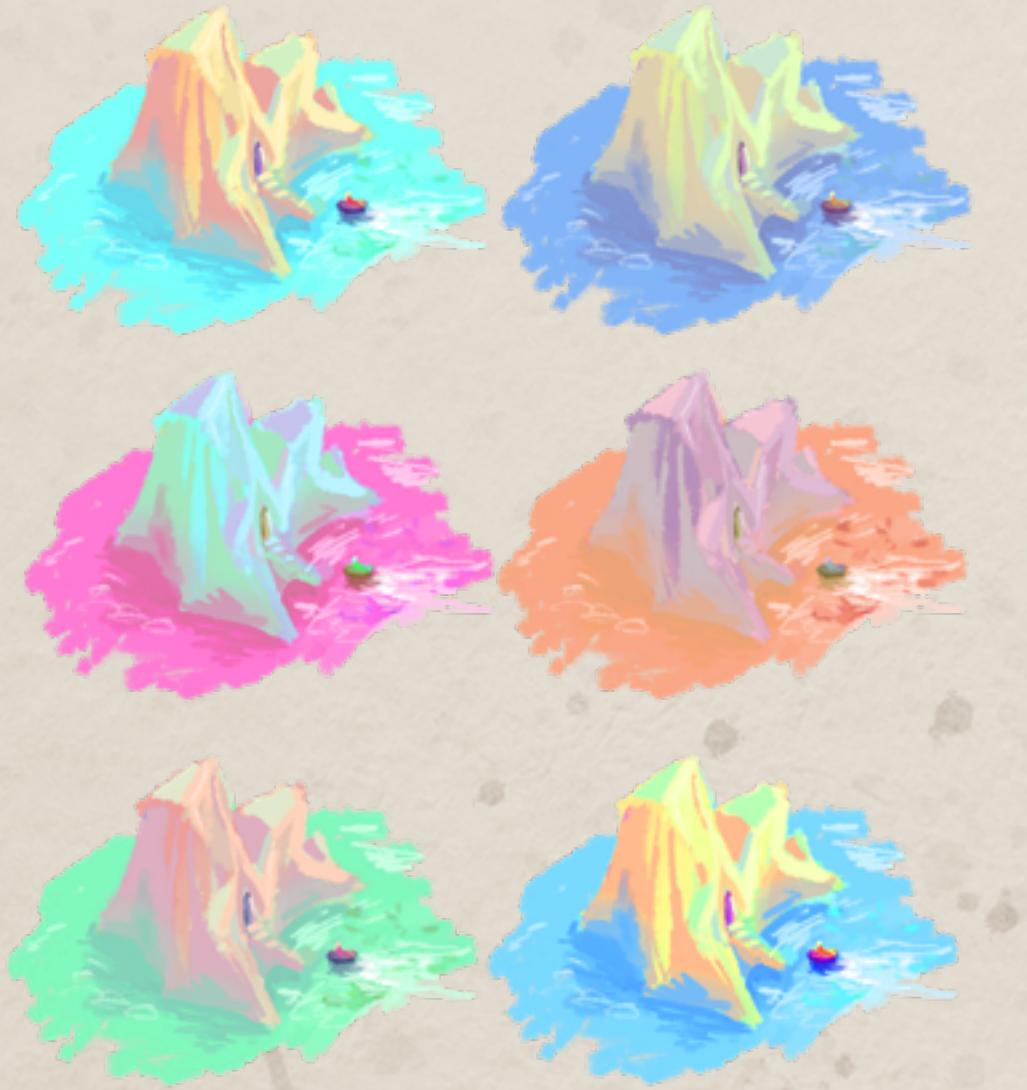
# ISLAND

A rocky and gray island that lies between endless, clear and deep waters. Its surface is dark despite the light that reflects off its black, pointed rocks. Beyond the thick, sandy shore, a gate seems to protect something. Rising between great rock walls, the gate divides the dry and lifeless exterior with a large cave filled with sleepy and glowing life. Lights and plants coexist in silence, pulsating, giving shelter to the roots of the huge tree that lives at the top of the mountain, only against the humid air of the ocean.

But despite its humble and simple exterior, its depths harbor a dark, sleeping mystery that seems to ensnare anyone who dares to investigate it.



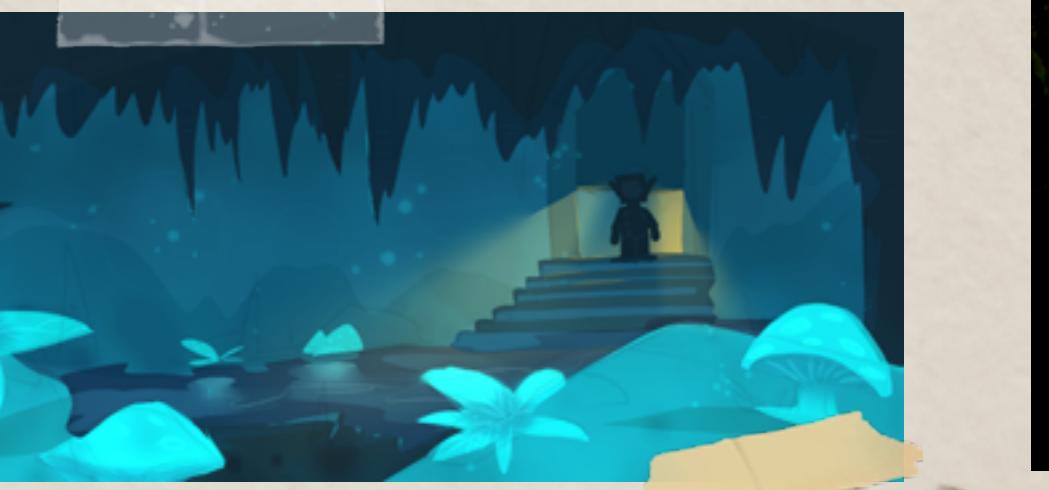
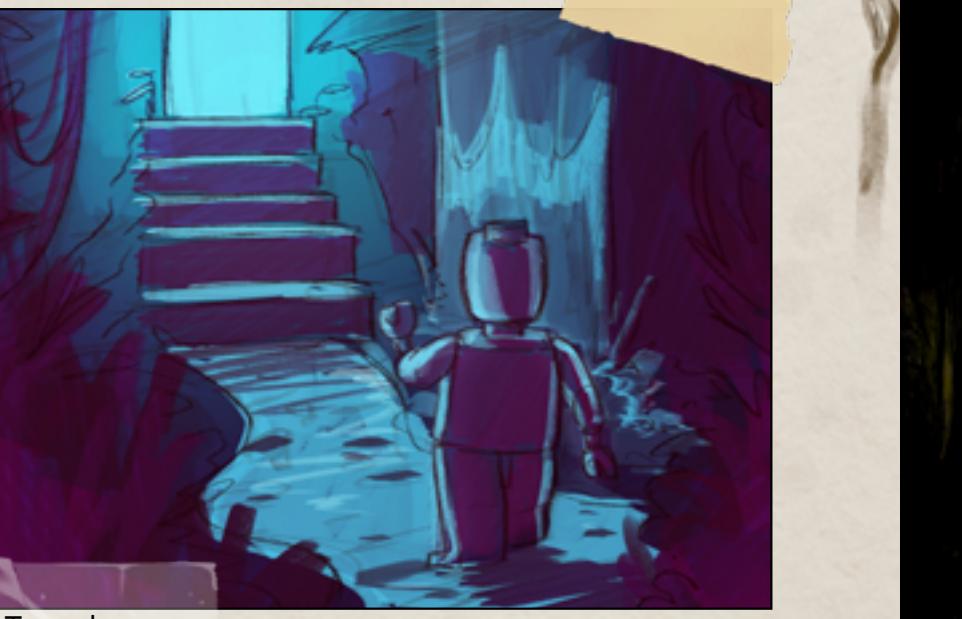
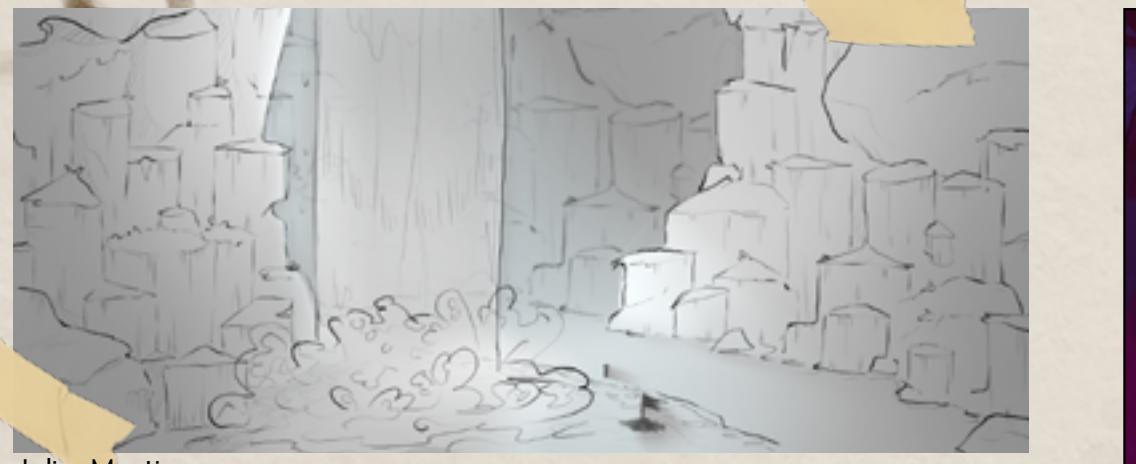
# \_ISLAND



Sofia Torrado

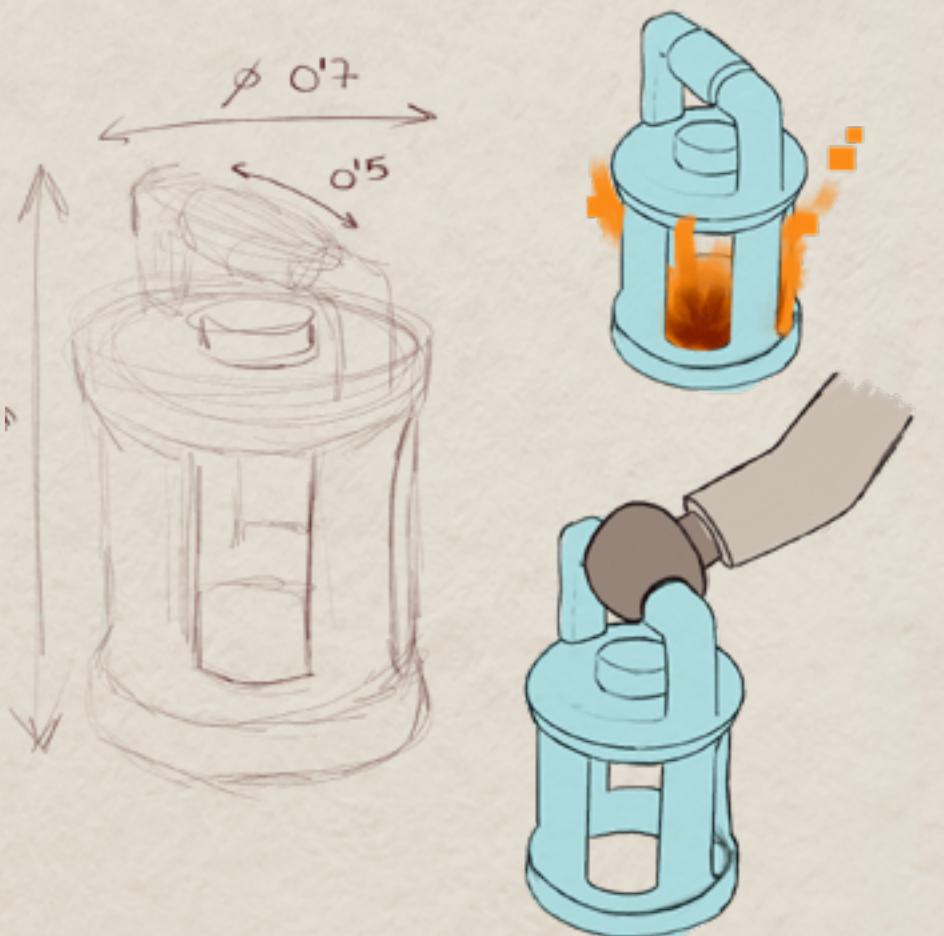


Pau Nevada



## — LANTERN

A unique piece in form of a lantern which NY-0 carries with him to be able to light his surroundings in moments of darkness.



## BOAT AND PADDLE

Boat and paddle that NY-0 uses to get to the island. The boat has a space where the lantern can be located to help lighten the boat at night.

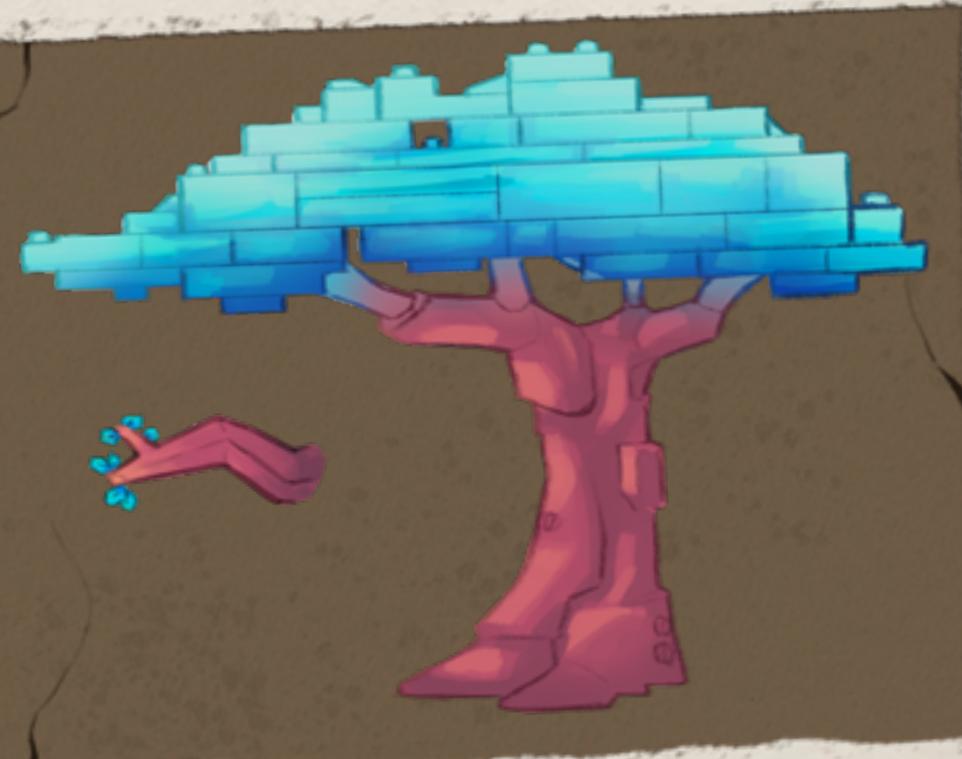




## ROCKS AND PLANTS

## TREE

The only tree in the island, connected thanks to its bigs and magical roots to the big sleeping golem inside the cave. (Big-go)



## KEY

What at first glance looks like a small rock, is actually the key that opens the doors to the deepest parts of a nameless island.

No one knows who created it, or why it got lost seas away from its home, where a little robot would find it and bring it back, only to be lost again.

Pointed in shape, like a rhombus, and with small blue marks that are embedded in its rocky and dry interior. A key that fits into the hidden door beyond the shoreline, the only thing that separates the outside world from a cave full of mystery.

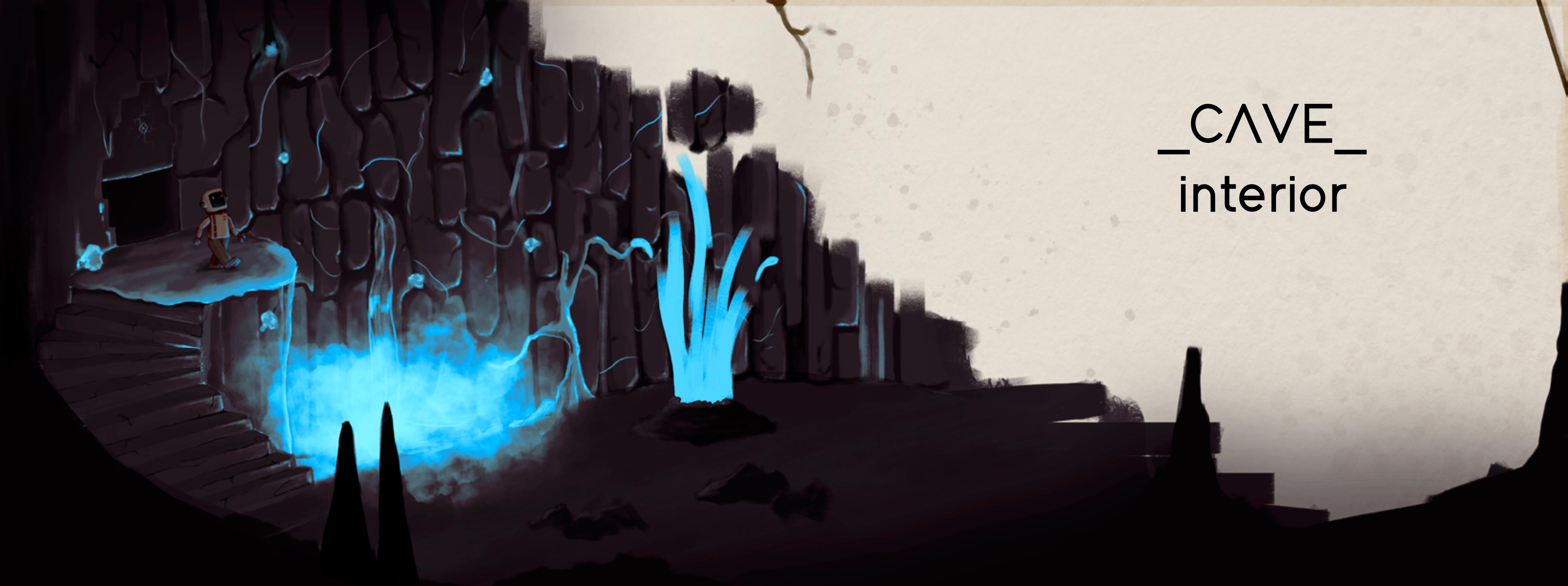


IMPORTANT!!



# \_CAVE\_ entrance

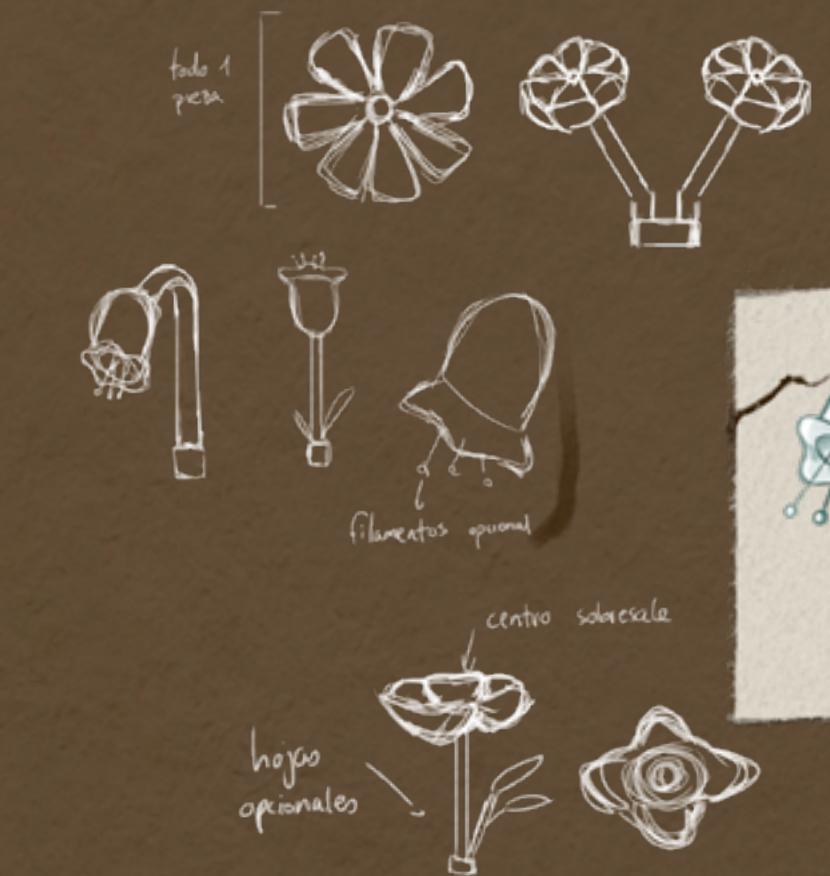
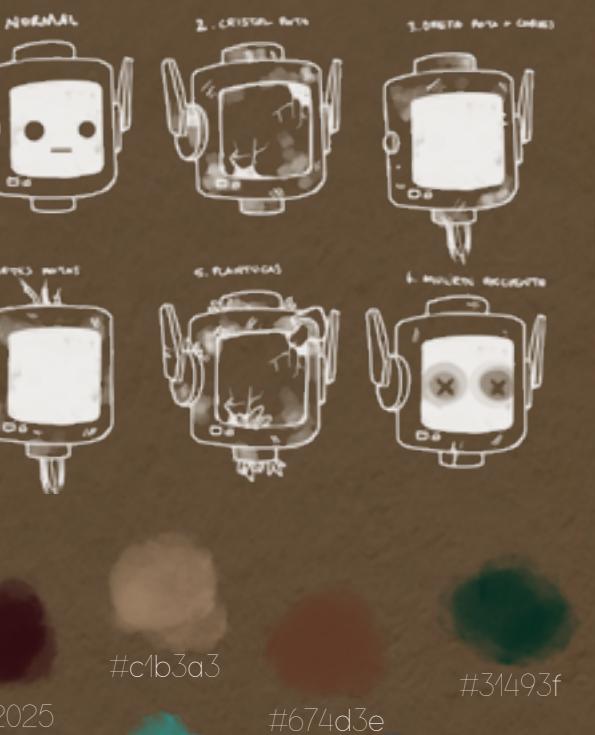
I'm finally  
here! :)



CAVE  
interior

## \_NY-0's HEAD

Broken and rusty versions of robot heads from the other pre-Nyo robots that can be found in the cave.



## FLOWERS\_



## \_GEYSER

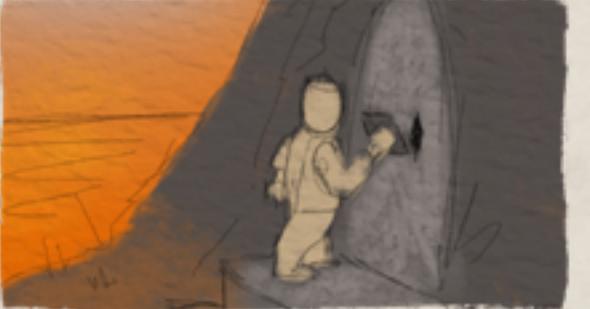
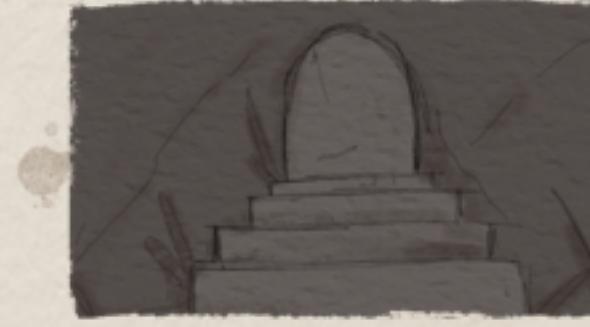
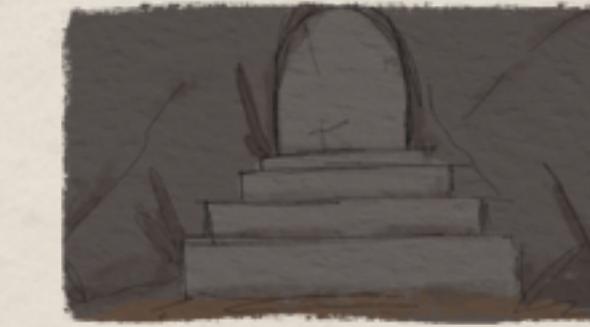
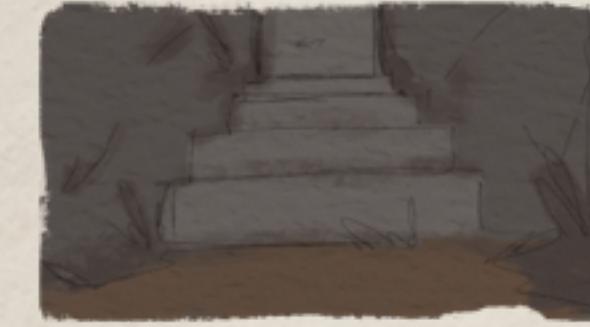
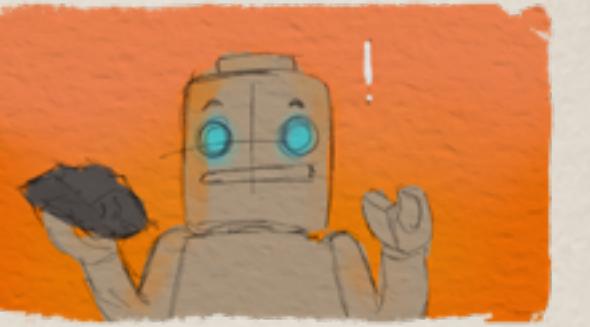
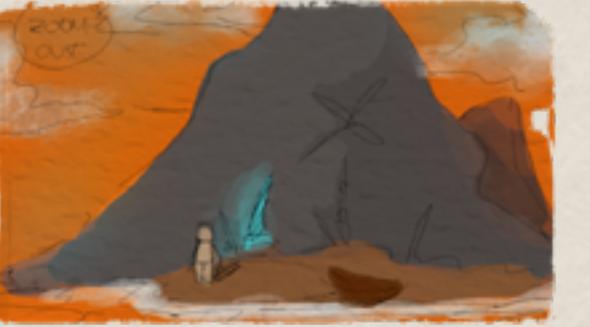
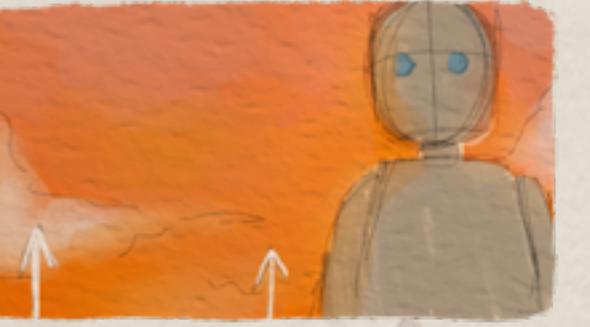
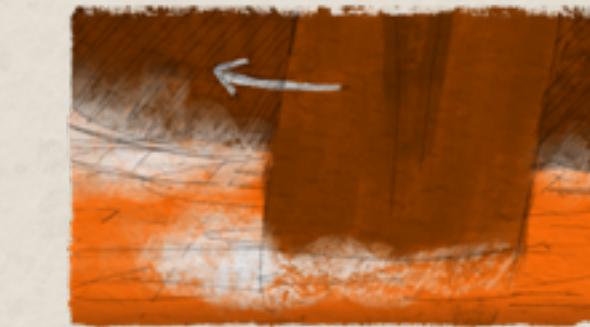
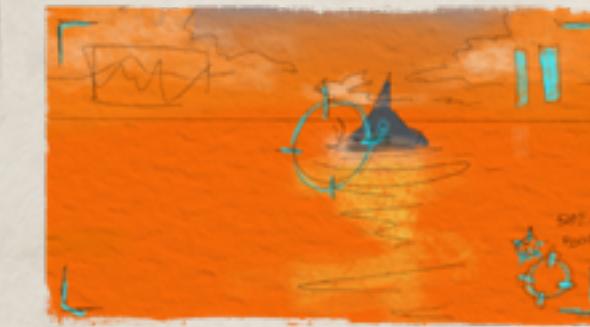
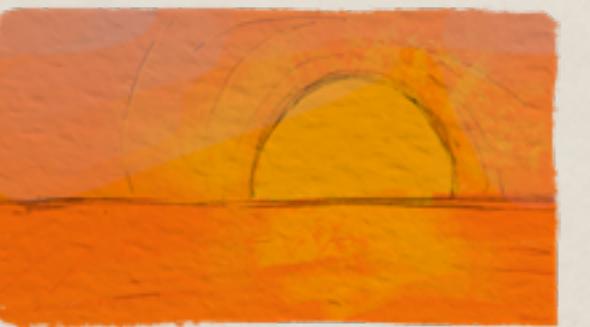
Water geyser located inside the cave, exploding at random times.

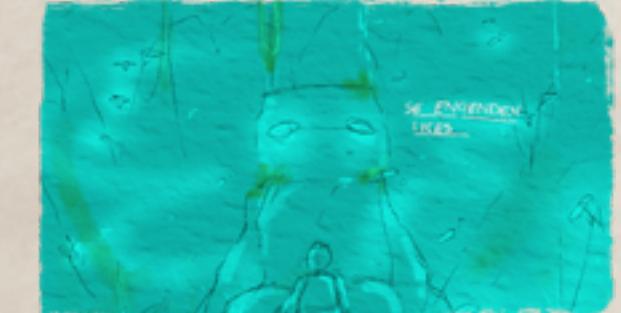
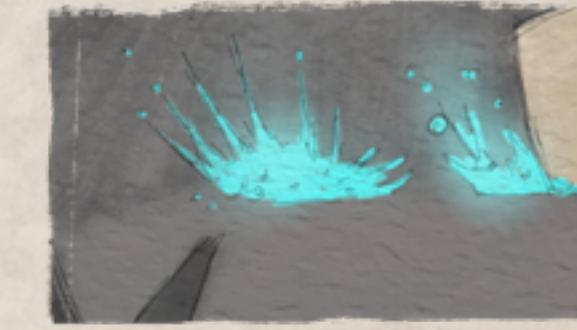
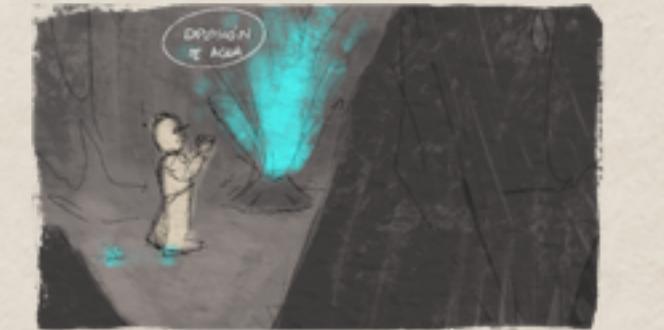
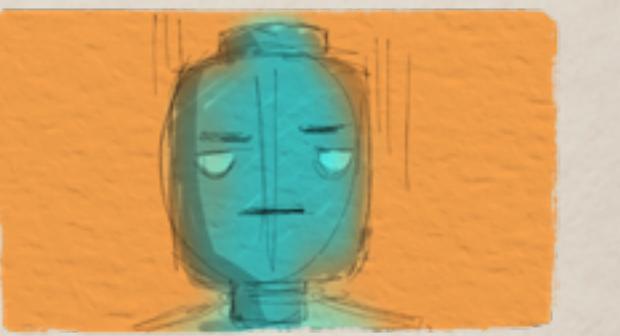
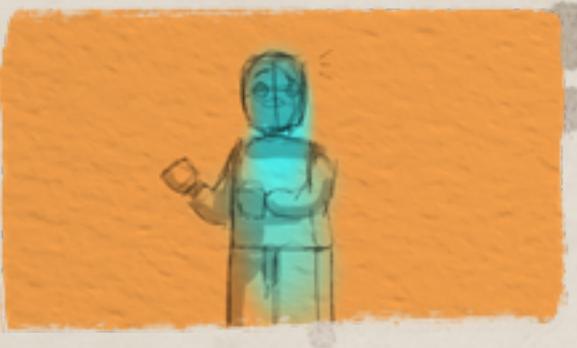
## MUSHROOMS\_

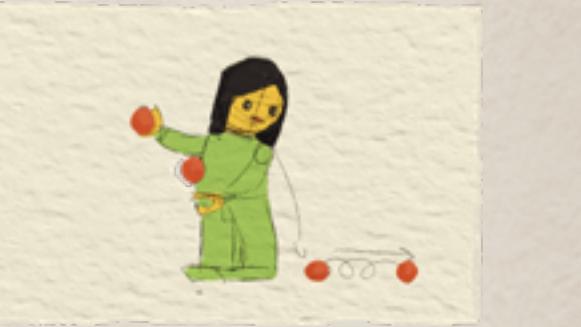
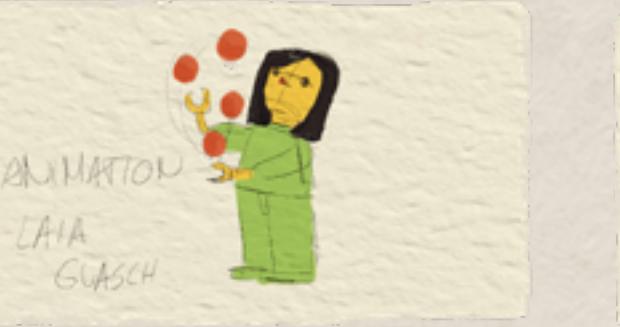
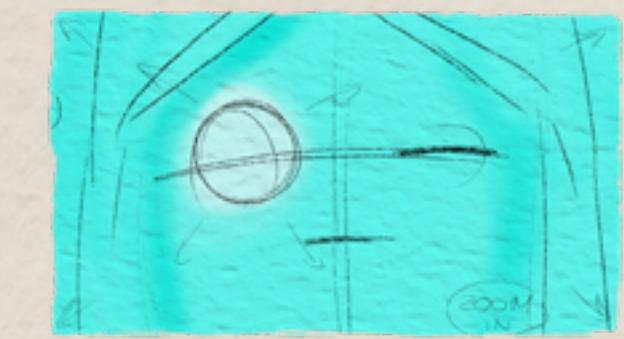
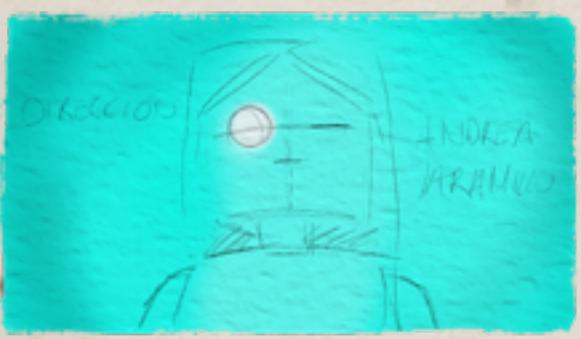
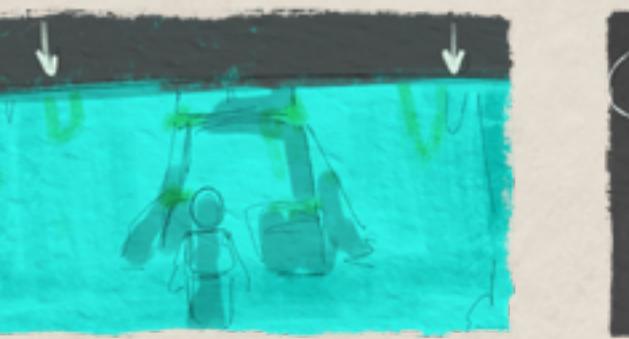
Magical mushrooms that glow in the dark with an intense cyan, and enables to see inside the cave.



# \_COLOR STORYBOARD







# SCRIPT

Escena	Plano	Tiempo (s)	Comentario	Backgrounds	St	Comentario	Personajes	St	Comentario Directora
1	1	3	El mar con el sol en el horizonte (atardecer)	BG 1	Rocas	Xuls	-	-	-
	2	4	Una barca cruza el plano de izquierda a derecha y a su paso en la estela de agua aparece el título del corto: OMEN		Agua + estela de agua	Animar el remo y el mov de la barca	Cruce de la barca	Laia	
	3	9	Interfaz del robot localizando la isla		Interfaz		Interfaz del personaje		
	1	1	Muestra el remo entrando y saliendo del agua		Remo y agua	Animar el remo y el mov de la barca			
	1	7	La barca ha llegado a la orilla, el robot salta a la orilla y sostiene la llave en su mano izquierda		Barca	NY-0 sosteniendo la lamparita	NY-0		
	2	3	Muestra la isla completa con el personaje de espaldas y la barca		Isla, barca	NY-0 de espaldas	NY-0		
	3	5	Muestra la expresión de alegría del robot		Cielo	Expresión NY-0	NY-0		
	2	4	Revelación de la entrada de la cueva		Entrada de la cueva				
	1	2	En la entrada (el robot se encuentra ya en la puerta)		Entrada de la cueva	Robot quieto	NY-0		
	2	3	El robot acerca el ojo a la ranura (vista desde dentro del hueco)		Ranura	Robot camina hasta la ranura	NY-0		
2	3	3	La mano del robot introduce la llave en el hueco	B3	Ranura	Robot poniendo la llave	NY-0		
	4	3	La puerta de la cueva se empieza a abrir delante del robot. Una luz empieza a salir de dentro de la cueva.		Puerta				
	5	4	La puerta se detiene repentinamente.		cielo	Lego repeliendo la luz	NY-0		click for more information
			Se muestra como la puerta se ha						



**Andrea Jaramillo López**

Lead, modeling and animating.



**Júlia Martin Díaz**

3d environments and lighting.



**Sofía Torrado Blasco**

Art director.



**Pau Nevado Vicente**

Visual effects, lighting and rigging.



**Mariona Foz Figuerola**

Postproduction (video and music).



**Laia Guasch Jiménez**

Script, animating and layout.

